

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.





LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Starting the Game	4
Game Boy Advance™ Controls	5
Snood™ Menu Screen	6
Playing a Single Player Game	7
Options	8
Find out About Snood™	10
Credits	14
Cieuits	14

Starting The Game

Make sure the **POWER** switch is OFF.

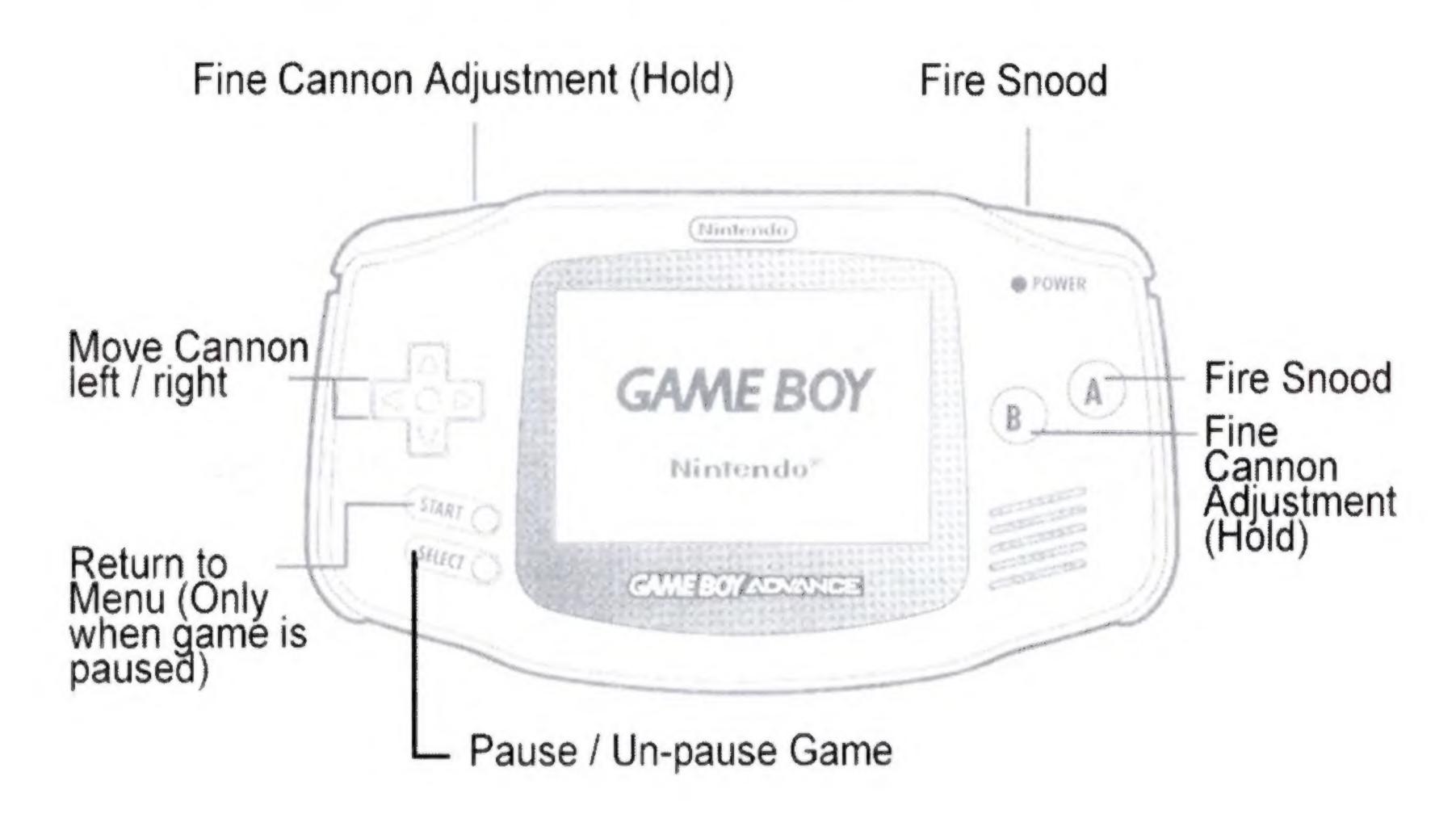
Insert the Snood™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the **POWER** switch ON.

Note: The Snood™ Game Pak is for Game Boy® Advance only.



Game Boy® Advance Controls



Snood™ Menu Screen

You are given the choice of three options:



Use the **CONTROL PAD UP** and **DOWN** to select one of these options. Then press **START** or the **A BUTTON** to enter the selected option.

PAGE 6

Playing the Single Player Game

Press START or the A BUTTON when 'Single Player' is selected on the Snood™Menu Screen.

Use **CONTROL PAD LEFT** and **RIGHT** to rotate your Snood[™] cannon left and right.

The Snood[™] waiting to be launched is shown beneath the cannon.

Press the A BUTTON to launch your Snood™.

The launched Snood[™]travels up the screen, bouncing if it hits a wall, until it reaches another Snood[™]. When Snoods[™] come into contact they stick together.

If three or more matching Snoods™are touching then they 'teleport' away. Any Snoods™ attached below this 'chain' of Snoods™ drop off and fall to the bottom. A level is won by removing all Snoods™from the screen. The 'Numbskull' Snood™cannot be teleported from the screen and can only be removed by being 'dropped-off' of another chain of Snoods™. Depending on the mode of game selected, the top of the level will gradually descend towards the bottom of the screen, pushing the Snoods™ with it. If the descending Snoods™ reach the bottom of the screen, then the level is lost.

Playing the Two Player Game

You need two copies of Snood[™], two Game Boy® Advance systems and a Game Boy®Advance Game Link® Cable to play a two-player game of Snood[™].

Make sure both Game Boy® Advance systems are switched off.

Plug the Game Boy® Advance Game Link® Cable into the External Extension Connector of both Game Boy® Advances as described in the Game Boy® Advance Instruction Booklet.

The purple 'master' plug must be plugged into a Game Boy® Advance with a Snood™Game Pak in it. This Game Boy® Advance is the master. The other Game Boy® Advance is the slave and this must also have a Snood™Game Pak inserted.

Turn on both Game Boy® Advances.

Select '2 Player' on the Snood™Menu Screen.

Select the type of game you wish to play.

The game is started by pressing the A BUTTON on the master Game Boy Advance.

When the game starts both Game Boy Advances will have a Snood[™]game on their screen.

The two-player game plays the same as the single player game except that once a player has teleported enough Snoods™to fill a horizontal row, a new row of random Snoods™appears at the top of their opponent's screen. The first player to clear the screen or cause the Snoods™ on their opponent's screen to reach the bottom of the screen will win.



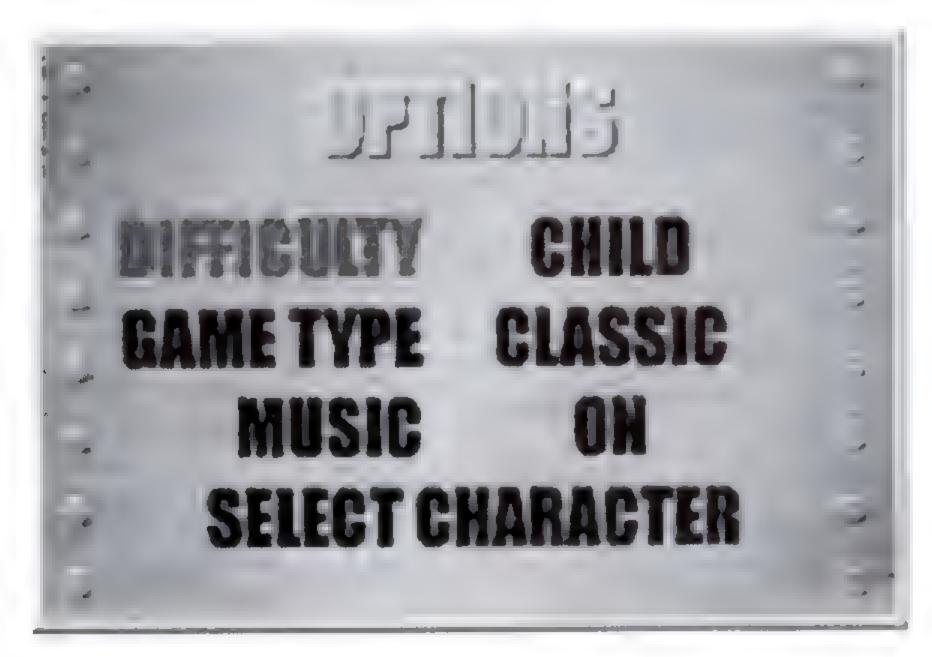
Options

Use CONTROL PAD UP and DOWN to select the Option you wish to adjust.

Use **CONTROL PAD LEFT** and **RIGHT** to adjust the Option except for Select Character. For Select Character press the **A BUTTON** to go to the Select Character screen.

Press the A BUTTON to accept your choices and return to the Snood™Menu Screen.

Press the **B BUTTON** to cancel your choices and return to the Snood™Menu Screen.



Difficulty

The difficulty level you set only affects the 'Classic' style game. The difficulty levels are:

Child

Easy

Medium

Hard

Evil

Game Type

There are four game types to choose from.

Classic

Play one randomly generated level. The difficulty level set in the game affects this game type.

Journey

Play a series of games working up through the difficulty levels.

Time Attack

Play 50 different preset levels of increasing difficulty. Each level must be completed within a time limit shown by the rising bar at the right of the screen.

Puzzle

Play 50 different preset levels of increasing difficulty. Each level must be completed with a limited number of snoods. The number of Snoods™ that are left are shown by the bar at the right of the screen. This bar rises as you use up Snoods™ and lowers as you teleport Snoods™ away. If the bar reaches the top then the main Snood™ screen decreases in size and you are given a fresh set of Snoods™ to play with the bar returning to the bottom.

Music

Turn the music on or off.

Select Character

When you have accessed the Select Character screen use **CONTROL PAD LEFT** and **RIGHT** to see the different Snoods™.

Press the **A BUTTON** to choose the currently displayed Snood[™] and return to the Options Menu screen.

Press the **B BUTTON** to return to the Options Menu screen without choosing a new Snood ™

The chosen Snood[™]features in the animation between levels and bounces around in the 'danger' bar indicator at the right of the screen.



Find out more about Snood!™

Visit the Snood™ website to find out more about Snood™.

www.snood.com

Rebellion™ Credits

Jason Kingsley-CEO
Cris Kingsley-CTO
Senior Producer - Paul Tresise
Assistant Producer - Gareth Luke
Lead Programmer - Richard May
Programmer - Mark knowles
Art & Graphics - George Launchbury & Louise Herd
Intro/Outro Art/Animations - Julian Breddy & Aeron Guy
Music & Sound - Cris Brighton, Mark Cooksey
Game Boy Advance Manual - Mark Eyles & Gareth Luke

www.rebellion.co.uk

All material copyright Rebellion™ 2001. All rights reserved. The Rebellion™ logo and the Rebellion™ name are registered trademarks of Rebellion Developement Ltd.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

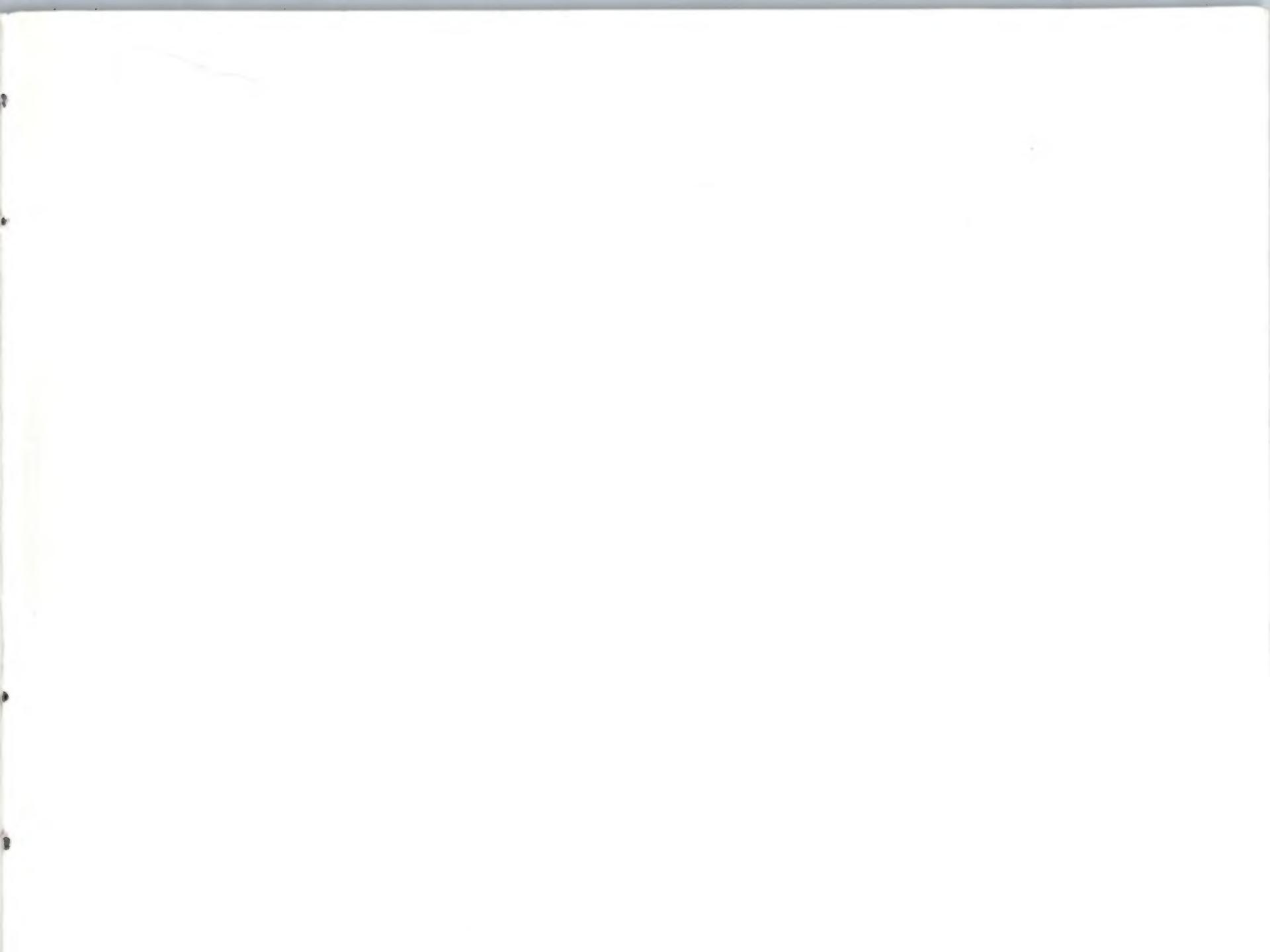
This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after expiration of Warranty – If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

·	





P.O. Box 547 Mt. Holly, NJ 08060 Tech. Support: 1-888-654-4447